

In the Claims

1. (Currently Amended) A method comprising:
receiving data of an event to create a synthetic scene comprising at least one dynamic synthetic object;
receiving data reflective of at least one real dynamic object corresponding to the at least one dynamic synthetic object; and
generating the [[a]] synthetic scene comprising the at least one dynamic synthetic object using data reflective of the at least one corresponding real dynamic object, wherein the synthetic scene is a three dimensional computer graphic representation of the event.
2. (Previously Presented) The method as set forth in claim 1, further comprising combining the at least one synthetic object with a live broadcast such that the synthetic object appears at least a part of the broadcast.
3. (Previously Presented) The method as set forth in claim 1, further comprising specifying a synthetic camera including a synthetic field of view of the synthetic camera, said generating comprising displaying the synthetic scene within the synthetic field of view.
4. (Previously Presented) The method as set forth in claim 3, wherein the synthetic field of view is set according to a criteria selected from the group consisting of following a position of the at least one real dynamic object, specification by a viewer, correspondence to a field of view of a real camera.
5. (Previously Presented) The method as set forth in claim 3, wherein the data reflective of the at least one corresponding real dynamic object comprises position information of the real dynamic object.
6. (Previously Presented) The method as set forth in claim 3, wherein the synthetic scene corresponds to a one of live or recorded audio/visual (A/V) data.

7. (Previously Presented) The method as set forth in claim 6, wherein the A/V data comprises a broadcast.
8. (Previously Presented) The method as set forth in claim 6, wherein the synthetic camera is specified to correspond to a real camera of the A/V data.
9. (Previously Presented) The method as set forth in claim 1, further comprising:
setting a synthetic field of view to correspond to a field of view of a real camera recording real images;
combining the synthetic scene within the synthetic field of view with real images within the field of view of the real camera.
10. (Currently Amended) A client device comprising:
a first input coupled to receive data of an event to create a synthetic scene comprising at least one dynamic synthetic object;
a second input coupled to receive data reflective of at least one dynamic real object corresponding to the at least one dynamic synthetic object; and
a processing device configured to generate [[a]] the synthetic scene comprising the at least one dynamic synthetic object using data reflective of the at least one corresponding dynamic real object, wherein the synthetic scene is a three dimensional computer graphic representation of the event.
11. (Previously Presented) The client device as set forth in claim 10, wherein the processor is further configured to combine the at least one synthetic object with a live broadcast such that the synthetic object appears at least a part of the broadcast.
12. (Previously Presented) The client device as set forth in claim 10, further comprising specifying a synthetic camera including a synthetic field of view of the synthetic camera, said generating comprising displaying the synthetic scene within the synthetic field of view.

13. (Previously Presented) The client device as set forth in claim 12, wherein the synthetic field of view is set according to a criteria selected from the group consisting of following a position of the at least one real dynamic object, specification by a viewer, correspondence to a field of view of a real camera.
14. (Previously Presented) The client device as set forth in claim 10, wherein the data reflective of the at least one corresponding real dynamic object comprises position information of the real dynamic object.
15. (Previously Presented) The client device as set forth in claim 12, wherein the synthetic scene corresponds to a one of live or recorded audio/visual (A/V) data.
16. (Previously Presented) The client device as set forth in claim 15, wherein the A/V data comprises a broadcast.
17. (Previously Presented) The client device as set forth in claim 15, wherein the synthetic camera is specified to correspond to a real camera of the A/V data.
18. (Previously Presented) The client device as set forth in claim 10, wherein the processor is further configured to set a synthetic field of view to correspond to a field of view of a real camera recording real images and combine the synthetic scene within the synthetic field of view with real images within the field of view of the real camera.
19. (Previously Presented) The client device as set forth in claim 10, wherein the client device is selected from the group consisting of a signal processor, general purpose processor, set top box and video game console.
20. (Currently Amended) A system comprising:
a broadcast server configured to provide data of an event to create a synthetic scene comprising at least one dynamic synthetic object, data reflective of at least one

dynamic real object corresponding to the at least one dynamic synthetic object, wherein the synthetic scene is a three dimensional computer graphic representation of the event;

a client device coupled to the broadcast server, said device receiving data to create [[a]] the synthetic scene comprising at least one dynamic synthetic object, receiving data reflective of at least one real dynamic object corresponding to the at least one dynamic synthetic object, and generating a synthetic scene comprising the at least one dynamic synthetic object using data reflective of the at least one corresponding real dynamic object.

21. (Previously Presented) The system as set forth in claim 20, said broadcast server further configured to provide a live broadcast, said client device further configured to combine at least a portion of the synthetic scene with the live broadcast.

22. (Previously Presented) The system as set forth in claim 21, further comprising specifying a synthetic camera including a synthetic field of view of the synthetic camera, said client device displaying the synthetic scene within the synthetic field of view.

23. (Previously Presented) The system as set forth in claim 22, wherein the synthetic field of view is set according to a criteria selected from the group consisting of following a position of the at least one real dynamic object, specification by a viewer at the client device, correspondence to a field of view of a real camera coupled to the broadcast server.

24. (Previously Presented) The system as set forth in claim 21, wherein the data reflective of the at least one corresponding real dynamic object comprises position information of the real dynamic object.

25. (Previously Presented) The system as set forth in claim 24, wherein the position information is communicated frequently from the broadcast server to the client device such the synthetic scene comprising the at least one dynamic synthetic object is frequently updated to correspond to the corresponding dynamic real object.

26. (Previously Presented) The system as set forth in claim 22, wherein the processor is further configured to set a synthetic field of view to correspond to a field of view of a real camera recording real images and combine the synthetic scene within the synthetic field of view with real images within the field of view of the real camera.

27. (Previously Presented) The client device as set forth in claim 20, wherein the client device is selected from the group consisting of a signal processor, general purpose processor, set top box and video game console.

28. (Currently Amended) A broadcast device [[a]] configured to provide data of an event to create a synthetic scene comprising at least one dynamic synthetic object, data reflective of at least one dynamic real object corresponding to the at least one dynamic synthetic object; wherein [[a]] the synthetic scene is a three dimensional computer graphic representation of the event comprising the at least one dynamic synthetic object using data reflective of the at least one corresponding real dynamic object is generated.

29. (Previously Presented) The broadcast device as set forth in claim 28, said broadcast device further configured to provide a live broadcast, wherein at least a portion of the synthetic scene is combined with the live broadcast.

30. (Previously Presented) The broadcast device as set forth in claim 28, said broadcast device further configured to specify a synthetic camera including a synthetic field of view of the synthetic camera, wherein the synthetic scene is displayed within the synthetic field of view.

31. (Previously Presented) The broadcast device as set forth in claim 30, wherein the synthetic field of view is set according to a criteria selected from the group consisting of following a position of the at least one real dynamic object, specification by a viewer at the client device, correspondence to a field of view of a real camera coupled to the broadcast server.

32. (Previously Presented) The broadcast device as set forth in claim 28, wherein the data reflective of the at least one corresponding real dynamic object comprises position information of the real dynamic object.

33. (Previously Presented) The broadcast device as set forth in claim 32, wherein the position information is updated frequently such the synthetic scene comprising the at least one dynamic synthetic object is frequently updated to correspond to the corresponding dynamic real object.

34. (Previously Presented) The broadcast device as set forth in claim 29, said broadcast device further configured to set a synthetic field of view to correspond to a field of view of a real camera recording the live broadcast and combine the synthetic scene within the synthetic field of view with real images within the field of view of the real camera.